**Game analytics report – 6th of January**

**Group 5 – REAKTOR:**

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*“Did players reach their goal? Why?”*

Most of the goals throughout the game could be reached by the player, e.g. finding the first two key objects and outrunning Antag. However the final goal of Reaktor – reaching the reactor – was only achieved once. It is assumed that this is because of the very dense and small rooms of the archives; one of the last scenes to be accessed before the player can reach the reactor. The dead ends caused by the archive shelves also contribute to this problem. Finally, it turned out to be very hard to find the third key object in the archives (security note).

A possible solution for the first problem is to furnish these rooms with less closets. Alternatives are cutting out dead ends or even limit Antag to only access the hallways. A solution for finding the third key object could be enlighthening the object, so it will be easier to find. This was already implemented for the key, and seemed to work.

Some statistics:

* 40% of the players died/quit before they found the key.
* 60% of the players died/quit before they found the crowbar.
* 93% of the players died/quit before they found the security note.

Figure 1: Total Game Time in minutes

Game over locations on Reaktor map:

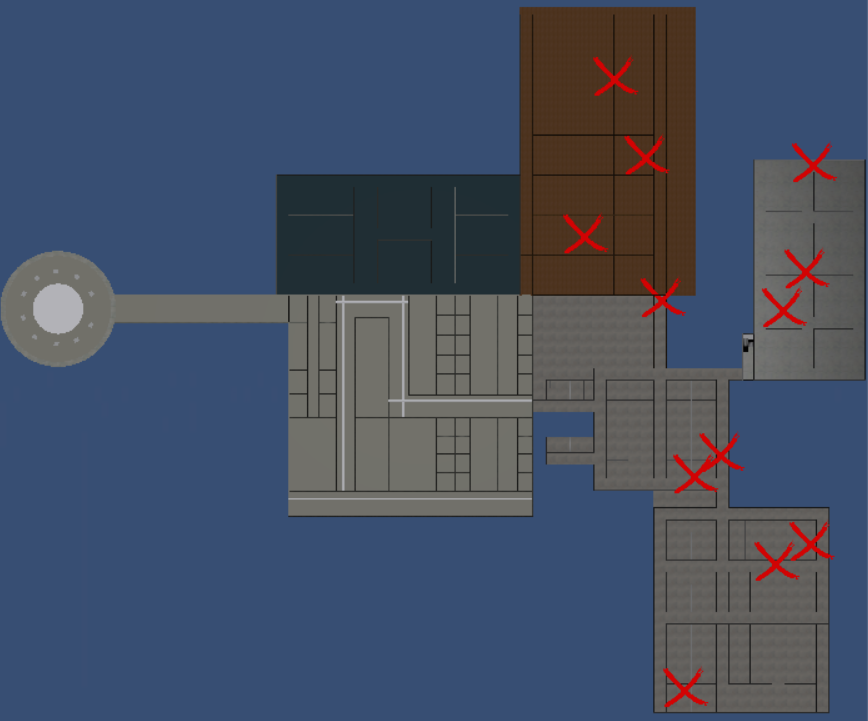


Figure 2: Game over locations on map

*“What are the players’ motivations for playing? Why? Is it what we expected?”*

The motivation for playing *Reaktor* is because it is a challenge. It can give players a good adreline rush as well. This is because of the constant fear of getting caught by Antag. The jump-scares strengthen this atmosphere. This is exactely what *Reaktor* aimes for. Not a lot of people dare to even play it, just like games as *Slenderman* or *Amnesia*. This is what makes horrorgames a lot of fun!

*“Were the controls/interfacez intuitive? Why?”*

*Reaktor* is a first-person game, every player who had experience with first-person games was very familiar with the controls. In *Reaktor*, the controls are similar to most first-person games. Also the controls are pretty limited, which makes playing a lot easier. The same applies to the interface.

*“What bugs did occur? Why?”*

A couple of bugs occured throughout playing the game, summed up:

* *Antag jams:* Sometimes during gameplay, Antag jams on corners of walls. Therefore, he can’t catch you and he gets less scary. This problem is caused by Antag ‘making the wrong desicion’ walking to a certain waypoint. The consequence of this was that Antag’s collider got stuck to the wall. A debug, teleporting Antag to a waypoint when he gets stuck, sometimes caused people to die instantly.
* *Desks blocking doors:* In some places in the office, desks are blocking the doorways. This is because of scaling issues of furniture during procedural gerenation in small rooms. This sometimes causes the key to be unreachable.
* *Texture issues:* In a couple of places in the game, textures aren’t applied or rendered badly. This is probably because of wrongly scaled UV maps in Blender. This causes both unrealistic rendering of the game as strange reflections of light.
* *Game lag:* There is a lag on starting a new game and regularly during gameplay. This is caused because of an accumulation of different processes. To start with, some models contain a lot of vertices and need decimation for smoother gameplay. In addition, the code and folders need to be cleaned up to work more efficient.
* *Key bug:* Sometimes when the game is started, the first key object is already placed in the inventory. In this case the player does not have to search for the key anymore. This problem is probably caused by not reseting the game correctly after the player died.